MAGIC
The Gathering®
SPELLS OF THE ANCIENTS™

OFFICIAL
Wizards
LICENSED PRODUCT

MICROPROSE®

A WORD ABOUT THIS GAME

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MicroProse
2490 Mariner Square Loop
Alameda, CA 94501
(510) 522-1164

CompuServe: 76004,2223
Fax: (510) 522-9357
Internet: support@microprose.com
World Wide Web: www.microprose.com

Gilman G. Louie
MicroProse

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Introduction

Welcome to **Spells of the Ancients**™, the first expansion package for MicroProse's ***Magic: The Gathering***®. We've added over a hundred cards from the earliest ***Magic*** card sets and expansion sets; upgraded the **Duel**, the **Deck Builder**, and **Shandalar**; and given you sealed deck tournaments, an improved **Main Menu**, and the new **Face Builder** tool. Get started!

Requirements and Installation

Ready for new cards and sealed deck tournaments? Just follow these instructions, and you're there.

The Technical Stuff

For **Spells of the Ancients** to work, there are a few things your computer *must* have. (Note: If you can successfully run the original ***Magic: The Gathering***, you can run this expansion as well, as long as you have enough free disk space.)

- You must have MicroProse's original ***Magic: The Gathering*** computer game installed on your computer.
- The processor has to be a 486 or better. Basically, any computer with "486" or "Pentium" in its name should do just fine. If you're using a 486, the system speed should be at least 100 MHz (megahertz). For best performance, we recommend a 90 MHz Pentium or better.
- You must have at least 16 Mb (megabytes) of RAM (working memory) installed.
- You must have a CD-ROM drive. We strongly recommend a double-speed or faster drive.
- You must have Windows 95 (or later) installed and running on your computer. Almost all 486 and Pentium computers include this in the standard software package.
- Since the installation program will copy parts of **Spells of the Ancients** onto your hard disk, you must have a minimum of 30 Mb of empty storage space on your hard drive. (Don't confuse these Mb with RAM Mb. These are *storage* space; the others are *working* memory.) To find out whether you have enough space, double-click on the My Computer icon on the Windows 95 desktop. Change the View setting to Details, and the amount of empty space on your hard drive (usually drive 'C') is listed under Free Space.
- Your computer must be capable of 256-color Super VGA quality graphics or better and a resolution of at least 800 x 600. For best play, we recommend 1024 x 768 resolution in High Color or True Color mode (at least 16-bit color).
- There must be a working mouse (or a device that fulfills the same function) attached to the computer. The mouse driver must be a Microsoft Mouse or something fully compatible with this.

If you think you have all of these but still have a problem running the game, please contact MicroProse Customer Support for assistance.

Installing the Game

Before you can use **Spells of the Ancients**, the installation program must copy some files onto your hard disk. To have it do so, follow these instructions:

- Turn on your computer. Windows 95 should load the Microsoft CD-ROM Extension when the computer starts up. (If you have problems installing, this extension may not be loaded. Check your computer manuals for instructions on getting it loaded.)
- Open the CD-ROM drive, place the **Spells of the Ancients** CD in there, and close the drive.

Note: Some older CD-ROM drives do no support the "AutoPlay" feature. If you h one of these, here's how you start up th installation program:

- Double-click on the My Computer ico the Windows 95 desktop.
- Double-click on the icon for your CD-ROM drive.
- Double-click on the folder called Setu
- Double-click on the file named SETUP.E

- **Spells of the Ancients** is a Windows 95 "AutoPlay" CD-ROM. That means that just putting the disk in the drive for the first time starts up the installation program.
- Next, you'll need to make a few decisions. The first is what sort of installation you want to do. Pick one of the options presented:

  Typical installs the required program files and the tutorial (not including the video files).

  Compact installs only the required program files.

  Custom gives you control of what gets installed. How much disk space this takes up depends on what you select. (You have no choice about installing the program files; they're necessary.)
- Before the installation can continue, you're prompted to insert the original ***Magic: The Gathering*** CD-ROM. If you do not, the installation will not proceed.
- Lastly, you can choose a Windows 95 Start menu group for the game to show up in. The default, of course, is ***Magic: The Gathering***.
- **Spells of the Ancients** will now copy the files you selected from the CD-ROM to your hard drive.
- After the game itself has been copied over, **Spells of the Ancients** installs a few important utility programs (if you don't already have them). These include Microsoft's DirectX drivers and the Indeo video drivers. The space these take up is included in the total noted above.
- When the installation program is done, you are returned to the *new* **Main** menu.

Once the installation is complete, **Spells of the Ancients** is ready to play.

STARTUP

To start playing the game immediately after installation:

- Leave the **Spells of the Ancients** CD-ROM in the drive.
- Double-click on **World** to begin your travels in Shandalar anew,

  or

  click on **Duel** to compete in Sealed Deck tournaments, run the **Gauntlet**, or simply fight duels,

  or

  click on **Tools** to use the **Deck Builder** and other utilities.

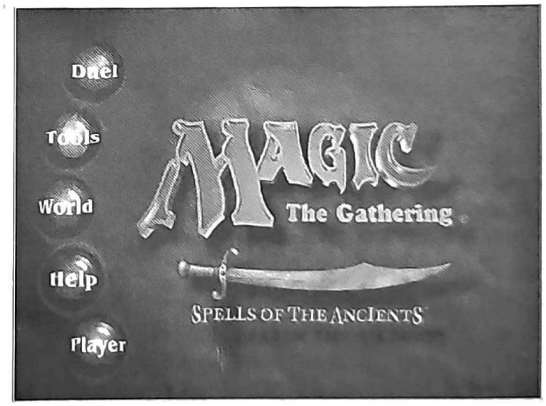
To play later:

- Make sure that the **Spells of the Ancients** CD-ROM is in the CD-ROM drive.
- Open the Windows 95 Start menu, then open the ***Magic: The Gathering*** group (or whatever group you assigned the game to during installation).
- Click the ***Magic: The Gathering*** option.

Have fun!

The New Main Menu

As soon as you fire up the newly installed expansion, you'll notice a subtle change. The **Main Menu** has been replaced. In its place are the five option spheres.



The spheres are more like categories than options. Each one gives you access to a particular segment of the ***Magic: The Gathering*** experience. When you click on any sphere, all the activities that fall within that category appear on the right side of the screen, in the upper area. Note that even when you have a sphere selected, all of the other spheres are still available. You can switch from sphere to sphere with just a click, or you can deselect the current sphere by clicking on it again.

Duel This sphere encompasses the single **Duel**, the **Gauntlet**, and the new **Sealed Deck** tournament feature, which is described later, in ***Additions***. (The default activity for this sphere is a single **Duel**.)

Tools All of the utilities—useful things like the **Deck Builder**—are collected in this sphere.

World The world of Shandalar and the introductory animation that accompanies it reside in this sphere.

Help This sphere includes all of the on-line sources of information, such as the **Help** system, the **Tutorial**, the Readme file, and the game Credits.

Player The setup for your dueling persona, all the statistics, and any other record-keeping functions are contained in this sphere.

To select a displayed activity as the current one, click on it. Any settings and options associated with the currently selected activity appear in the larger area below the list of activities. (The options for those activities with which you're already familiar from the original game have not changed significantly. The options for the new activities are explained in the relevant parts of the ***Additions*** section.)

To minimize ***Magic: The Gathering***, click the Minimize button in the upper right-hand corner. To exit the game, click the Close button.

Changes

Spells of the Ancients makes some changes to parts of the game with which you're already familiar. Here's the rundown.

Cards

First and foremost, this expansion adds over a hundred cards to the computer version of ***Magic: The Gathering***. These cards come from the earliest published card sets. Some of them have survived into the *Fifth Edition*™ and some were reissued in *Chronicles*™, but many have never been reprinted. In fact, a number of these cards are among the most popular, powerful, and hard–to–find ***Magic*** cards in existence.

All of the new cards are drawn from these sets:

Unlimited™ This was the second collected release of the basic card set. *Unlimited* includes cards from both the first published version of the game (called *Limited*™ or "Alpha") and the second version ("Beta").

Arabian Nights® This was the very first ***Magic*** expansion set. The cards in it are based around classic Arabian tales and legends.

Antiquities® The second ***Magic*** expansion set is filled with artifacts and other magic retrieved from the debris after the war between Mishra and Urza.

Promotional In the first year or two, Wizards of the Coast printed a half dozen special cards for promotional use. None of these cards has been reprinted since. They are among the rarest of the rare.

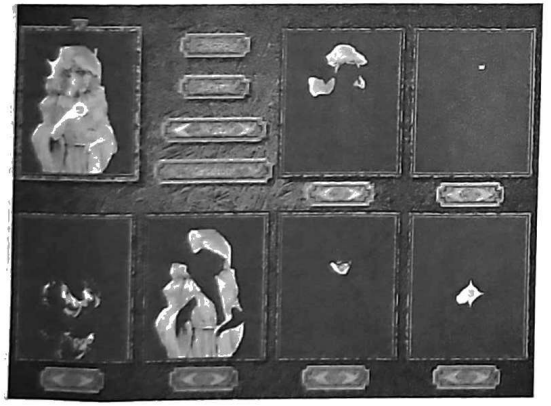
Naturally, all of the new cards are covered in the **Help** system (and they're listed in the ***Appendix***).

Decks

With new cards, of course, come possibilities for new decks. The expansion furnishes the creatures of Shandalar with quite a number of new decks to use, all of which take advantage of the added cards. These decks show up in the **Duel**, in the **Gauntlet**, *and* in Shandalar.

Shandalar

Once you've installed the expansion, there's one new feature on the way to getting started in Shandalar. You are no longer limited to choosing what your character looks like from a screen of premade images. Now, you have much more control over your looks.



When you get to the point at which in days past you would just pick a character, the new **Face Builder** tool takes over. This allows you to choose a wizard (basic body and face), then customize your look with various accoutrements and other variations. For the details, please read ***Making Faces***, in the ***Additions*** section.

The expanded set of cards also results in some changes inside Shandalar. The creatures there have new decks available to them (as mentioned above, in ***Decks***). Of course, that doesn't mean that a creature will *always* use its new deck; the bad guys have a choice.

Also, the additional cards are available throughout Shandalar just like any other cards; that is, they're for sale in villages and cities, you can trade amulets for them, powerful ones are hidden in lairs and dungeons, and so on. Naturally, some creatures could ask riddles about the new cards, too.

The Deck Builder

The **Deck Builder** is still accessible from the **Main Menu**. To get to the **Deck Builder**, click on **Tools**, then select the **Deck Builder** option.

The expansion upgrades the **Deck Builder** to reflect the new sets of cards. Essentially, there's a whole new bunch of *Set Filter* buttons.

Basic Set determines which versions of the basic ***Magic*** card set you're working with. This filter has three options, all of which are independent toggles. That is, you can turn any one on or off without affecting the status of the other. At least one of these must be selected at all times.

Unlimited is the second collected release of the basic card set, which included cards from both the first (*Limited* or "Alpha") and second ("Beta") versions.

Revised Edition™ is the third version of the basic card set.

Fourth Edition™ is the fourth version of the basic card set.

Astral still controls the inclusion of those cards available only in Shandalar, and now it also includes the *Promotional* cards.

Arabian Nights filters for all of the cards from that expansion set.

Antiquities includes or excludes all of the cards from that expansion set.

When you decide to save a deck, you'll notice a minor change in the **Deck Header** dialog. Now that you can use the new **Face Builder** to build your looks, there is no longer any reason for you to associate a face with a deck. Rather, you might want to link the deck to one of your screen names. Thus, the **Face** selection box is gone, and **Name** has taken its place.

The Duel

The new **Main Menu** has a **Duel** option, just as the original did. You use this option to get to both the **Duel** and the **Gauntlet**, just as before. However, the new option functions a little differently. When you select **Duel**, you'll see an upper area, which lists the *activities* available through this option, and a lower area, which holds the options associated with the currently selected activity.

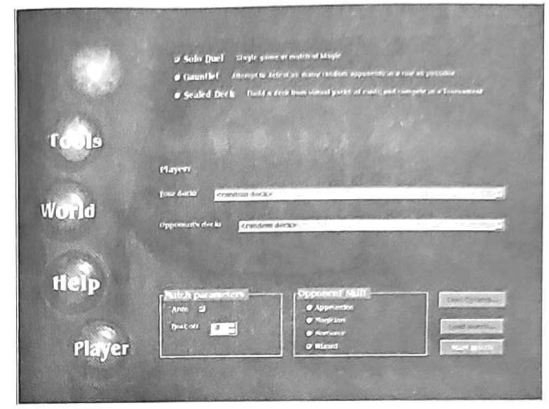
As for the third option, **Sealed Deck**, that's covered in the next section.

You can also double-click on the **Duel** sphere to begin a single match with whatever options are currently set.

Single Match

To play a single match (or duel), make sure that the **Duel** activity is selected, set the options the way you want them, and click **Start Match**.

The only things different about actual duels are the availability of the new decks and the new look of the **Deck Selection** window, where you set the dueling options.

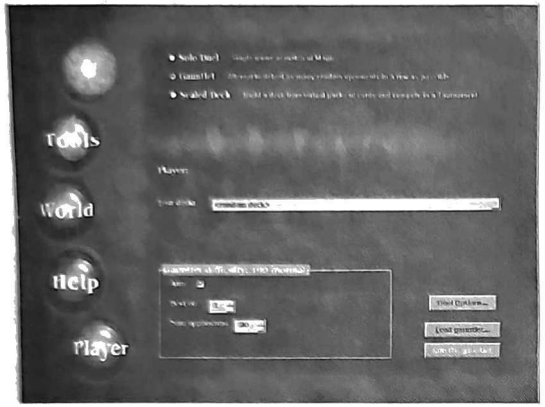


The options are the same, except that:

- The options which are relevant only to the **Gauntlet** have been removed. They're in the options for the **Gauntlet** activity.
- There is no longer a **Create Deck** button for access to the **Deck Builder**. That's because it's not needed; you can simply click on the **Tools** sphere to get there from here.
- You can **Load** a saved duel or match and continue where you left off.

The Gauntlet

To go through the gauntlet, make sure that the **Gauntlet** activity is selected, set the options the way you want them, and click **Run Gauntlet**.



These also function exactly as before, *except*:

- The options which are relevant only to the single duel have been removed. They're in the options for the **Duel** activity.
- With all the new decks, running the entire gauntlet is a more varied and *longer* endeavor. For those of you who don't relish the idea of playing 50 matches in one sitting, we've added the **Length** option. Use this to set the maximum number of matches you want to play.

After each duel is over (regardless of the outcome), you're provided with all the relevant information. Click **OK** to accept the results and move on.

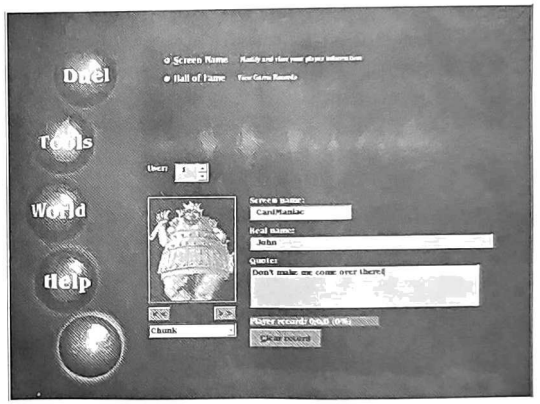
Note also that now only the first duel of any match begins with the coin flip (to determine who chooses to play first or draw a card). After the first duel (unless it ends in a draw), whichever player lost the previous duel gets to make the choice.

Additions

Okay, putting in lots of new cards was a good idea. Modifying the rest of the game to take full advantage of the new cards was a good idea. Changing the **Main Menu** around to make it easier to use was nice. We couldn't resist adding a few new features, too.

Making a Name for Yourself

Before you can start racking up a brilliant record of sequential wins in sealed deck tournaments (more about this a little later), you must create a player persona, what we call your *Screen Name*. Why? Well, in order to keep a record, there must be a name with which to associate that record. As a bonus, you can also determine what your character looks like and give yourself a tag line like all the AI characters have.



To get started on your screen name, select the **Screen Name** activity in the **Player** sphere.

User Number Each screen name is associated with a *User Number*. Before you do anything else, you should choose a user number to work with. If no screen names have been set up yet, you can do no harm, so choose any number. Later, however, if you pick a number which already has a screen name associated with it, keep in mind that the changes you make might erase the record for that user number.

Screen Name When you have selected a user number, you see the corresponding *Screen Name*. (At first, they're all filled with default names.) If you want to change the displayed name, simply click anywhere in the text box and begin typing.

Clear Use the **Clear** button only if you wish to permanently erase the record associated with a screen name. If you want to change the info for an existing screen name *without* erasing the record, simply enter new text in the boxes—do not use the **Clear** button.

Below the **User Number**, there is a box in you can use to associate a particular character image with the user number you have chosen. Select any one of the existing faces or, if you don't care for any of them, use the new **Face Builder** tool to create new ones.

The record of wins and losses and whatnot for each screen name is kept for you. You can't mess with that, but there is some other (optional) information that you can provide.

Real Name Since a screen name is more often than not a pseudonym, you might want to associate your real name with a character. After all, you created it and likely spent quite some time building a record.

Personal Quote All the built-in characters have quotes associated with them. It's only fair that you have the same opportunity to express yourself.

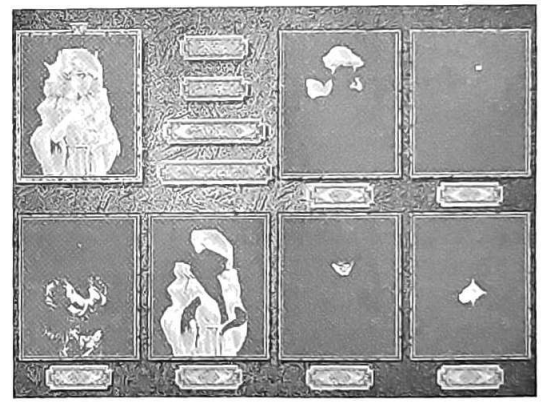
Making Faces

In the original game, you had very little control over what your character looked like, regardless of whether you were tromping around saving Shandalar or just dueling. Now that you've installed **Spells of the Ancients**, the scope of your options has expanded dramatically. A new tool called the **Face Builder** gives you the ability to generate customized character images from a library of faces, bodies, and accessories.

There are two ways you might wind up at the **Face Builder**:

1) If you're starting a new game in Shandalar, the **Face Builder** appears at the point when you would previously have chosen an image from a screen full of characters. Whatever face you make and save becomes your character's image.

2) Choosing the **Face Builder** activity in the **Tools** sphere brings you here, too. In this way, you can create and save faces that you can later assign to decks you build in the **Deck Builder** or associate with a particular screen name.



At the top left is the **Portrait** window. This shows you exactly what your character would look like if you accepted the current settings. Immediately to the right of the **Portrait** is a group of buttons. Let's look at them out of order:

Wizards By clicking on the left and right arrows on this button, you can cycle through all of the available wizards. Each wizard comes with a unique "base body" and some variations.

Variations Clicking the left and right arrows on this button is how you move back and forth to see the variations available for the current wizard. This button is not needed for every wizard—only for those who have more variations than fit in the six **Variation** windows.

Save When you're satisfied with the look of your character, click this button to accept and save the character with the current settings.

Leave Use this one to exit the **Face Builder** without saving.

The rest of the screen is taken up by the **Variation** windows themselves. Each of these displays one type of optional modification or accoutrement for the current wizard's basic body. For example, one possible variation could be skin color, another could be "the thing in the wizard's left hand." Whatever you see in a **Variation** window can be changed; every one of the active windows has arrow buttons beneath it. Using these, you can cycle through all the possibilities for that variation. Whatever's shown in the windows is reflected in the wizard's **Portrait**.

When you're happy with your looks, click on **Save** to return whence you came (proceed toward Shandalar or go back to the **Tools** sphere). You get a last look at your character; press Esc to go back and make more changes, or click to proceed.

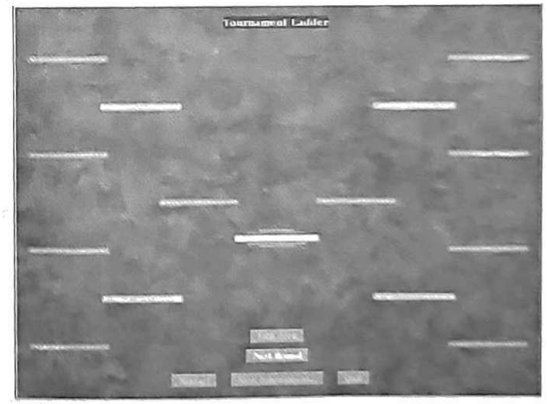
Sealed Deck Tournaments

"Sealed Deck" is the official name for what might very well be the single most popular ***Magic*** tournament format. In a Sealed Deck tournament, each player is supplied with a nearly random assortment of cards. Using only those cards (and, if the rules allow, additional basic lands), every player must build the best possible deck with which to play through the tournament. Sealed Deck play emphasizes cleverness, skill, and experience; no one brings anything else with them to the table.

The term 'sealed deck' comes from the way that cards are supplied to each player. Every player in the tournament is given a predetermined number of unopened (sealed) Starter Decks and Booster Packs chosen from preselected card sets. (For example, you might get 1 *Fourth Edition* Starter, 2 *Antiquities* Boosters, and 1 *Arabian Nights* Booster.) This is the *pack assortment*. The cards in those packs make up the player's entire *tournament collection*.

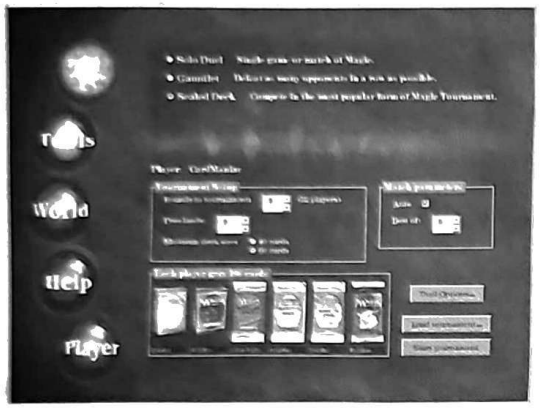
In this game, you can play single elimination ladder tournaments against a mélange of opponents (*not* the creatures from Shandalar). You choose both the number of rungs in the tournament ladder—and thus the number of players—and the pack assortment. There are other ways you can tailor the rules, too. We'll explain it all as we go.

Single Elimination means that as soon as a player loses one match, she is finished and out of the tournament. Only the winner of a match goes on to play another match against a new opponent.



Ladder is a method of scheduling the matches in the tournament. (See the diagram above.) The winners from each round (rung) duel each other in the next round. The ladder structure determines which players are matched up against one another when that next round begins.

To begin a sealed deck tournament, click the **Duel** sphere, then select the activity **Sealed Deck**. All the relevant options and controls appear in the lower area of the screen.



A few of the controls are slightly more important than the others:

Start This button launches a new sealed deck tournament with the options exactly as they are currently set. Therefore, you don't want to click this button until the options are the way you want them.

Load To load and resume a previously saved tournament–in–progress, click here. Select the saved file you want, then click **OK.** (Note: If you quit the last tournament without saving, your progress was saved in an autosave file.)

Keep in mind that once you've begun a tournament, you'll also have the option to **Restart** (start over *after* your cards have been chosen) the entire tournament, regardless of how well (or badly) you're doing.

Tournament Options

Before you click on **Start Tournament**, make sure the tournament settings are as you want them.

Rounds A tournament can be as short as 3 rounds or as long as 5. Keep in mind when you select your preference that every additional round doubles the total number of players. Thus, for example, a 3-round tournament has 8 players, and for 5 rounds, you need 32.

Match Format Each round of the tournament, you play one match. This option determines how many duels you must win to win a match. A match can be a single duel, a best two–out–of–three, or three–out–of–five. Note that, unless you're playing one-duel matches, both you and your opponent are allowed to modify your decks between duels. The changes can be as extensive as you like, so long as your deck remains above the minimum number of cards. Of course, you're always limited to the cards in your tournament collection.

> In addition to changing your deck between duels in a match, tournaments also allow modifications between rounds (matches).

Ante If you choose to play for ante, the winner of each duel adds the loser's ante card to his or her tournament collection. (The loser, therefore, no longer has that card.) You can use the cards you win from other players exactly as you would a card you received at the start of the tournament. Keep in mind that these losses can add up over the course of a long tournament (especially a 5-round, 3–out–of–5 slugfest). Ante can have a significant effect on the outcome of a tournament.

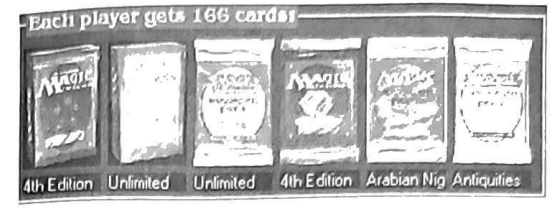
Minimum Deck Use this to set the minimum number of cards that must be in each player's deck at the start of every duel. (The choices are restricted to standard tournament limits.) If you're playing for ante, it's possible that someone's deck might fall below the minimum during the tournament. If that happens, that player ***must*** insert cards from his or her tournament collection until the deck is above the minimum again.

Free Lands In sealed deck play, it seems no one ever gets enough of the right types of land. To prevent this type of tragedy, it has become customary to allow players to add a limited number of basic lands of their choosing to their tournament collection. This happens at the beginning of the tournament, when decks are built. This option is what you use to decide how many "free lands" each participant may add to his or her tournament collection. You can allow none at all or any number (whole integer, that is) from 1 to 10.

Pack Assortment

One of the most important things you do when setting up a tournament is that you choose what types and numbers of Starter Decks and Booster Packs each player receives (the pack assortment). Everyone must build their deck from the stock of cards in those packs.

Near the bottom of the tournament options is an area in which you set the pack assortment for your next tournament. Simply click on each of the displayed packs to cycle through the possibilities. When what you want appears, just leave it there. When you finally click on **Start Tournament** (to begin the tournament), whatever pack assortment is shown here is what every player in the tournament will get.



Every pack assortment *must* include either 1 or 2 Starter Decks. If you choose only 1 starter, you must include at least 2 Booster Packs, too. Here are your pack assortment options:

1 Starter Deck and 2 to 4 Booster Packs

or

2 Starter Decks and 0 to 4 Booster Packs

> The pack assortment in these tournaments is always *fixed*. In ***Magic*** tournament lingo, that means that every player gets the same assortment (not the same cards, of course, but the same mix of packs).

The Starter Decks and Booster Packs may be of any type available, and you can mix types, too. So, for example, you could make the Pack Assortment 1 *Unlimited* Starter, 1 *Revised* Starter, 1 *Arabian Nights* Booster, 1 *Antiquities* Booster, 1 *Fourth Edition* Booster, and 1 *Unlimited* Booster.

Here's a handy chart of what you're giving each player (including yourself) in each of the packs you choose to include in the assortment:

What's in a Pack?

Card Set	Pack Type	Cards	Basic Lands	Common	Uncommon	Rare
Unlimited	Starter	60	22	26	9	3
	Booster	15	None	11	3	1
Revised	Starter	60	22	26	9	3
	Booster	15	None	11	3	1
Fourth Edition	Starter	60	22	26	9	3
	Booster	15	None	11	3	1
Arabian Nights	Booster	8	None	6	2	None
Antiquities	Booster	8	None	6	2	None

It might also help to know that Starter Decks (the only packs that supply basic lands) generally give four lands of each type, plus one extra land of two of the types. The net result is a total of 22 basic lands with a distribution of 5/5/4/4/4.

Opening Your Cards

When you *finally* get all the options the way you want them and click on the **Start Tournament** button, it's time to prepare for the tournament. The first thing you do next is, for some people, the most enjoyable part of the entire ***Magic*** experience—opening the new packs of cards.

Your pack assortment is shown as a group of ***Magic*** card packs (in the lower left). Every pack in your assortment is represented. Click on any pack to select it and open it.

Opening your cards is an optional feature. If you're in a hurry and would rather just skip over this, have all your packs opened for you, and go on to build your deck, you can. Just click **Done**.

You can pull the cards out of the selected open pack in three ways:

1) Click anywhere on the selected pack to take out only the top card (the "one at a time" method).
2) Double-click anywhere on the selected pack to pull out the next 4 cards (the "grab a few" method).
3) Double-right-click anywhere on the selected pack to dump out all the cards at once (the "gimme those cards!" method).

When you select another pack to open, it replaces the selected one; all the cards from the first pack are neatly replaced in the original container (though, of course, you cannot reseal an opened pack). Thus, you can view the cards from only one pack at a time.

The cards you've removed from a pack are arranged to the right of the pack itself. Click on any card to bring it to the forefront for viewing. This view is a bit like the **Showcase** card view in the **Deck Builder**, except that the text area of the displayed card always expands to show the complete text. You can also call up the **Help** for the front card by pressing F1.

When you're finished musing over your new cards, click **Done** to move on and build your tournament deck.

Note that if you **Restart** this tournament later, you'll begin at this point, as if you had just clicked on the **Done** button.

Building Your Deck

Now that you have your cards, you need to build a deck with them. For this, you use (surprise!) the **Deck Builder**. You should already know how this works (if not, the details are in the original manual), but there are two differences this time around.

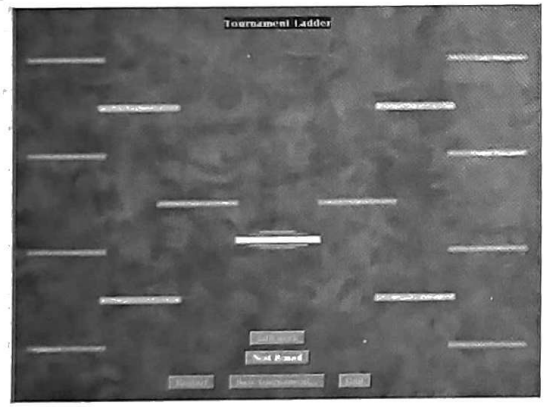
Free Lands: The first difference is that you have the opportunity (if you allowed it) to add a number of basic land cards of your choice to your tournament collection. After you finish your deck and click **Done**, you get to add the free lands. Note that unused free lands are irretrievably lost.

Minimum Deck: The other difference is that your deck must have at least the minimum number of cards that you selected. If it doesn't, you cannot move on to Round One.

When you have a deck with at least the minimum number of cards and you have used up or chosen to forego your free lands, it's time for the dueling to begin.

Playing the Tournament

The first thing you'll see is the **Ladder** screen. This shows you who's playing against whom in the first round, as well as how the winners of each round will be matched up in all the later rounds.



In fact, you'll be seeing a lot of this screen. Between matches, you come back to the **Ladder** screen to find out who your next opponent is and to view a summary of the match results. There are also a number of handy options:

Edit Deck — If knowing the identity of your next opponent makes you question the way you've set up your deck, don't panic. You can edit your deck before the match begins (even before the first match). Click **Edit Deck** to return to the **Deck Builder**.

Next Round — When you're done analyzing the competition and fiddling with your deck, click **Next Round** to move on. (Note that, if you have been eliminated from the current tournament, this button causes the entire remainder of the tournament to be played out, so you can see the final results.)

Save — If you want to save the tournament setup before beginning or store your progress between matches, click **Save**.

Restart — If you're not happy with the way things are turning out, or for some other reason need to go back to the beginning of the tournament, use the **Restart** button. This returns you to the beginning of the entire tournament, *after* you've received your cards, but *before* you've played any duels.

Quit — If you'd rather leave this tournament and *not* set up another one, use **Quit** instead.

Once you begin a match, play proceeds just as in any **Gauntlet** match. There are only two significant differences:

1) You can modify your deck between matches. The **Duel Results** window includes a new button marked **Edit Deck** for exactly this purpose. (Actually, all of the buttons mentioned above are available.)

2) The decision to concede a duel is much more serious. Concession at an inopportune time could eliminate you from a tournament entirely.

Appendix: List of New Cards

For those of you who can't wait to find out, here's a list of all the cards that this expansion adds to your ***Magic: The Gathering*** computer experience.

Antiquities

Argivian Archaeologist
Argivian Blacksmith
Argothian Pixies
Argothian Treefolk
Artifact Blast
Artifact Possession
Artifact Ward
Ashnod's Altar
Ashnod's Transmogrant
Atog
Citanul Druid
Damping Field
Drafna's Restoration
Dwarven Weaponsmith
Gaea's Avenger
Gate to Phyrexia
Goblin Artisans
Haunting Wind
Jalum Tome
Martyrs of Korlis
Mightstone
Obelisk of Undoing
Orcish Mechanics
Phyrexian Gremlins
Powerleech
Priest of Yawgmoth
Rakalite
Reconstruction
Reverse Polarity
Rocket Launcher
Sage of Lat-Nam
Shatterstorm
Staff of Zegon
Su-Chi
Tablet of Epityr
Tawnos's Coffin
Transmute Artifact
Urza's Chalice
Urza's Mine
Urza's Miter
Urza's Power Plant
Urza's Tower
Weakstone
Yawgmoth Demon

Arabian Nights

Abu Ja'far
Aladdin
Army of Allah
Bazaar of Baghdad
Camel
City of Brass
Cuombajj Witches
Cyclone
Dandân
Desert
Desert Nomads
Diamond Valley
Drop of Honey
Elephant Graveyard
Erhnam Djinn
Fishliver Oil
Flying Men
Ghazbán Ogre
Guardian Beast
Hasran Ogress
Ifh-Biff Efreet
Island of Wak-Wak
Jandor's Ring
Jeweled Bird
Jihad
Juzám Djinn
Khabál Ghoul
King Suleiman
Kird Ape
Merchant Ship
Mijae Djinn
Moorish Cavalry
Old Man of the Sea
Oubliette
Pyramids
Repentant Blacksmith
Ring of Ma'rûf
Rukh Egg
Sandals of Abdallah
Serendib Djinn
Serendib Efreet
Singing Tree
War Elephant
Wyluli Wolf
Ydwen Efreet

Promotional

Arena
Giant Badger
Mana Crypt
Nalathni Dragon
Sewers of Estark
Windseeker Centaur

Unlimited

Badlands
Basalt Monolith
Bayou

Blaze of Glory
Clone
Consecrate Land
Contract from Below
Copper Tablet
Cyclopean Tomb
Darkpact
Demonic Attorney
Demonic Hordes
Dwarven Demolition Team
Earthbind
Farmstead
Fastbond
Gauntlet of Might
Granite Gargoyle
Guardian Angel
Ice Storm
Icy Manipulator
Invisibility
Jade Statue
Juggernaut
Kudzu
Lance
Lich
Living Wall
Natural Selection
Nettling Imp
Plateau
Psionic Blast
Raging River
Resurrection
Roc of Kher Ridges
Rock Hydra
Sacrifice
Savannah
Scrubland
Sedge Troll
Sinkhole
Taiga
Tropical Island
Tundra
Two-Headed Giant of Foriys
Underground Sea
Vesuvan Doppleganger
Veteran Bodyguard
Volcanic Island

Credits

Producer	Alessandro De Lucia
Game Design	David Etheredge
Additional Design	Todd Bilger
Programming	Jim Thomas, Kim Crouse
Additional Programming	Robert Colbert Chris Taormino, Ned Way
Art	Frank Frazier, Lead Artist Todd Bilger, Betsy Kirk
Sound Recording and Engineering	Mark Reis
Documentation & Help	John Possidente
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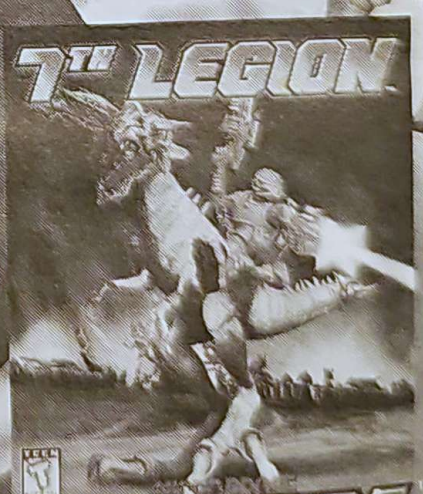

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